

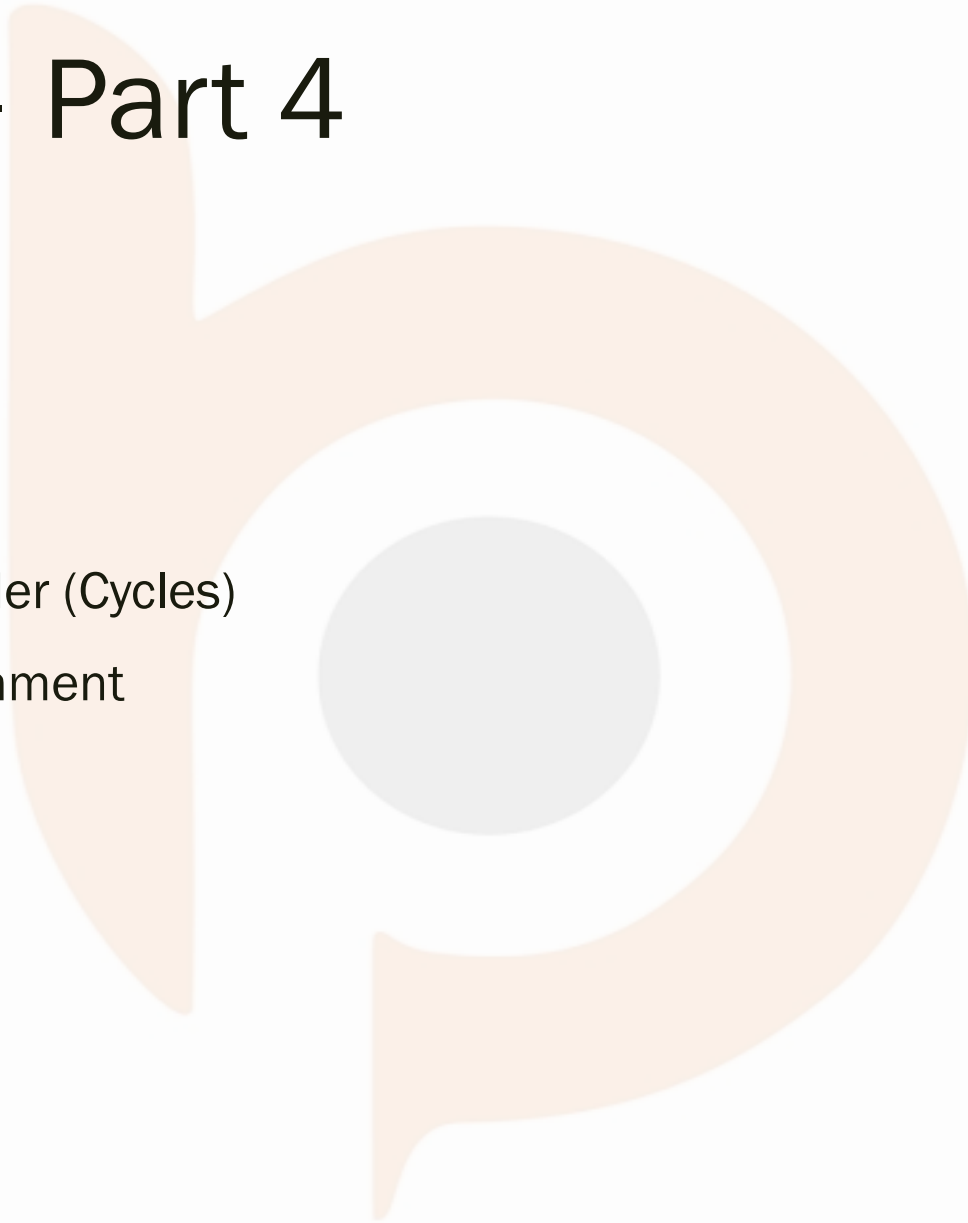


# CREATING 3D ENVIRONMENTS

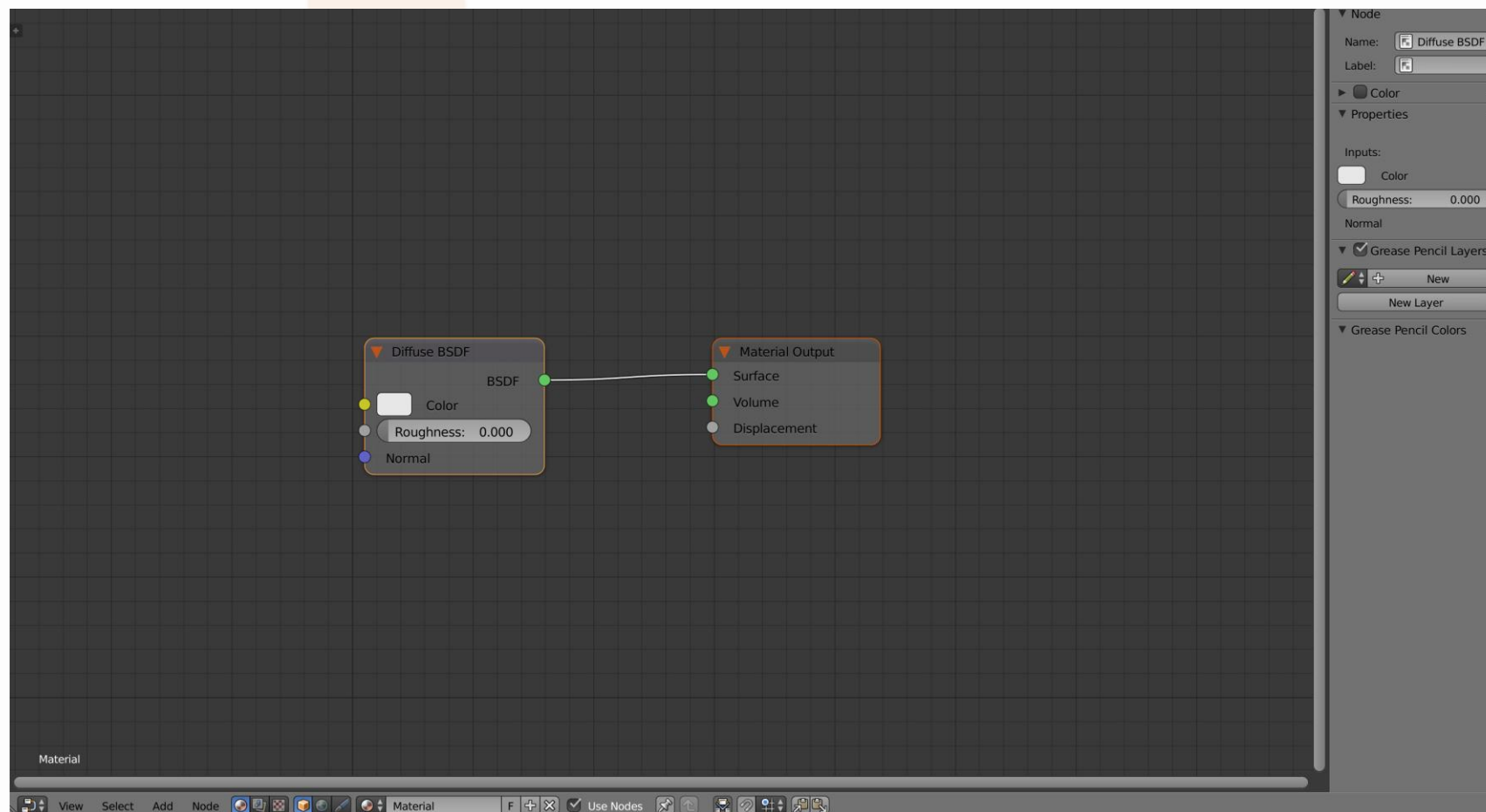
Blender Materials

# Chapter 3 – Part 4

- Node editor
- The node book
- Old Materials in Blender (Cycles)
- Building a test environment



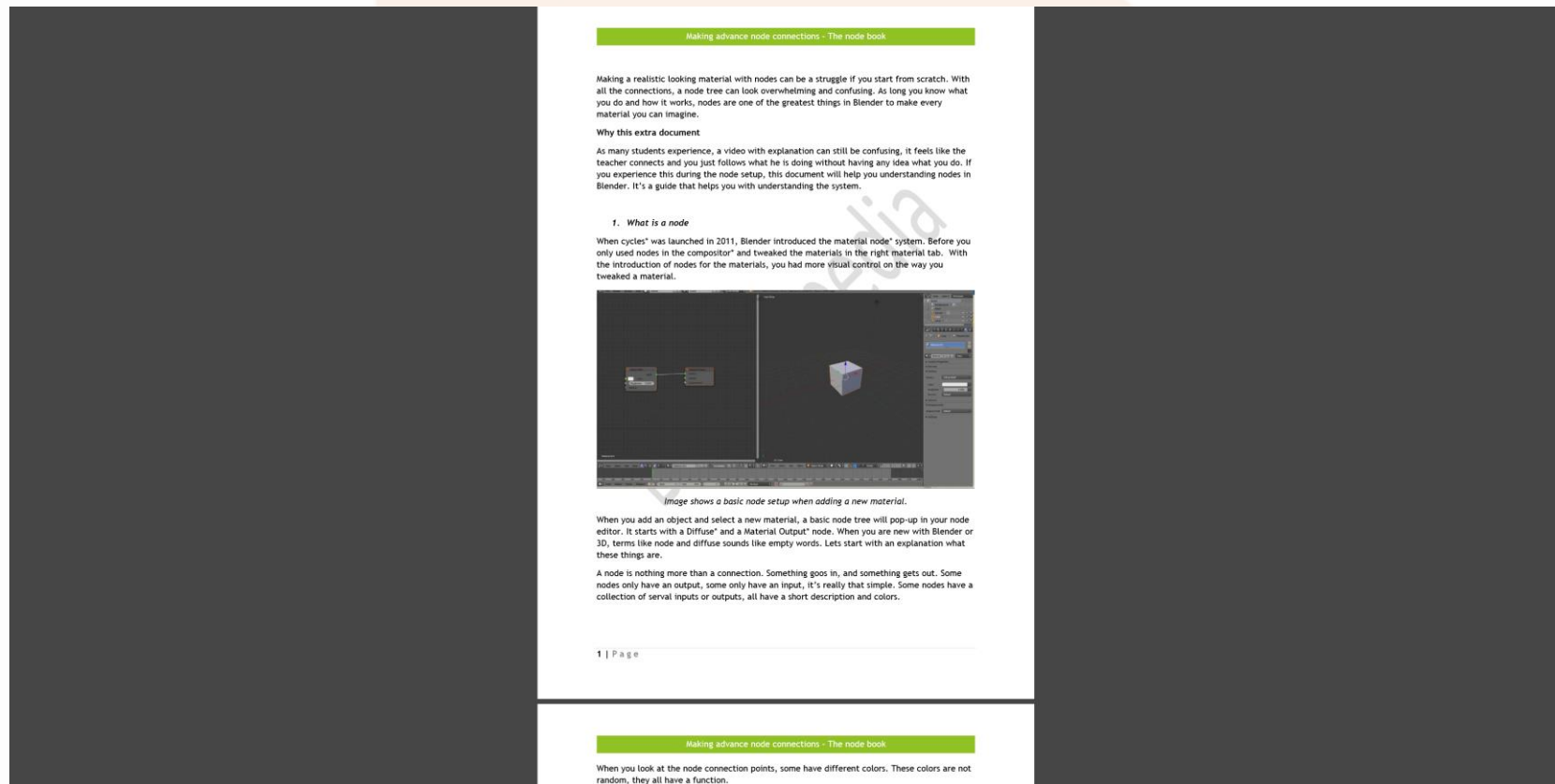
# The node editor



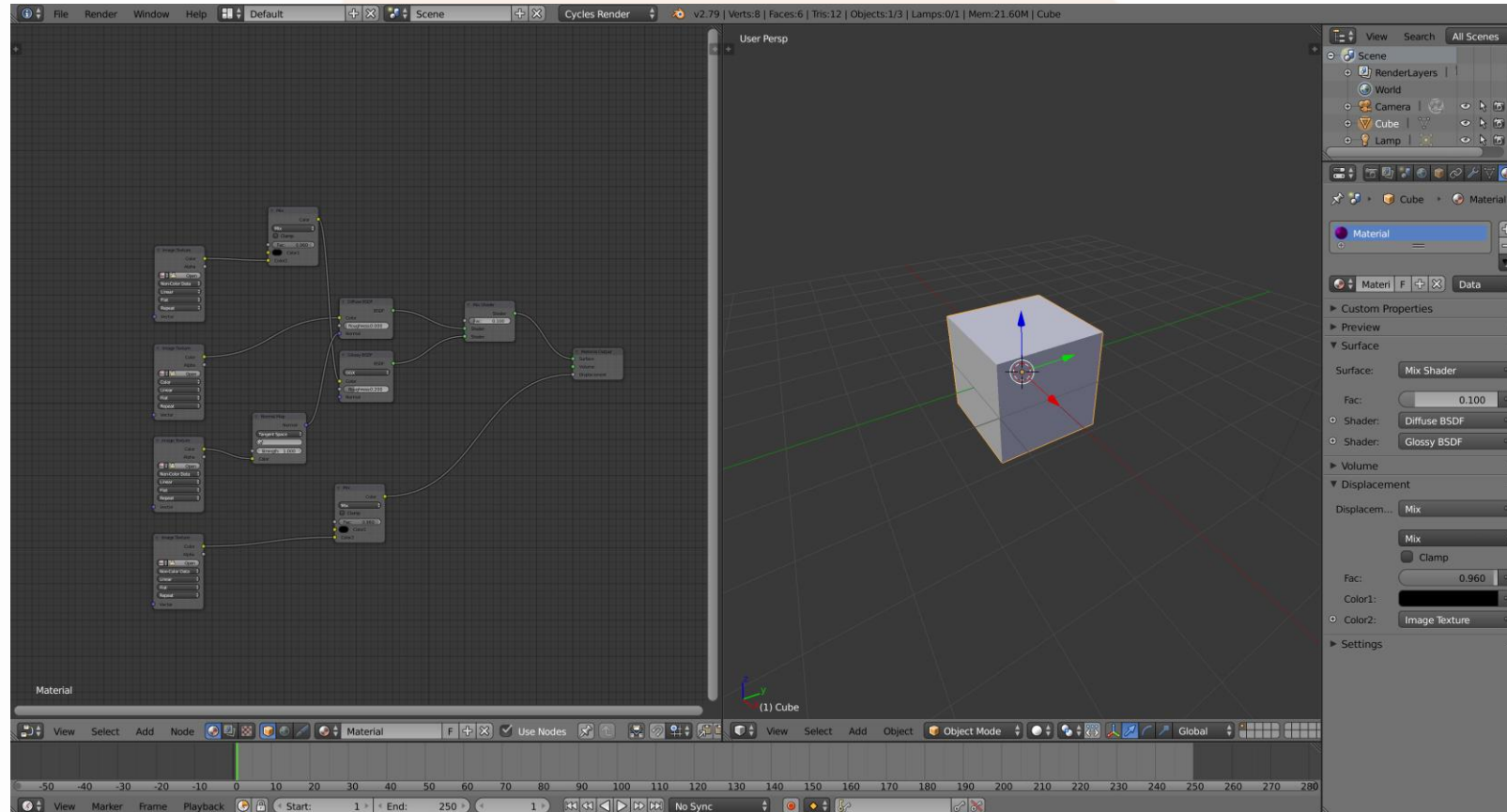
Interface of the node editor

# Using the node book

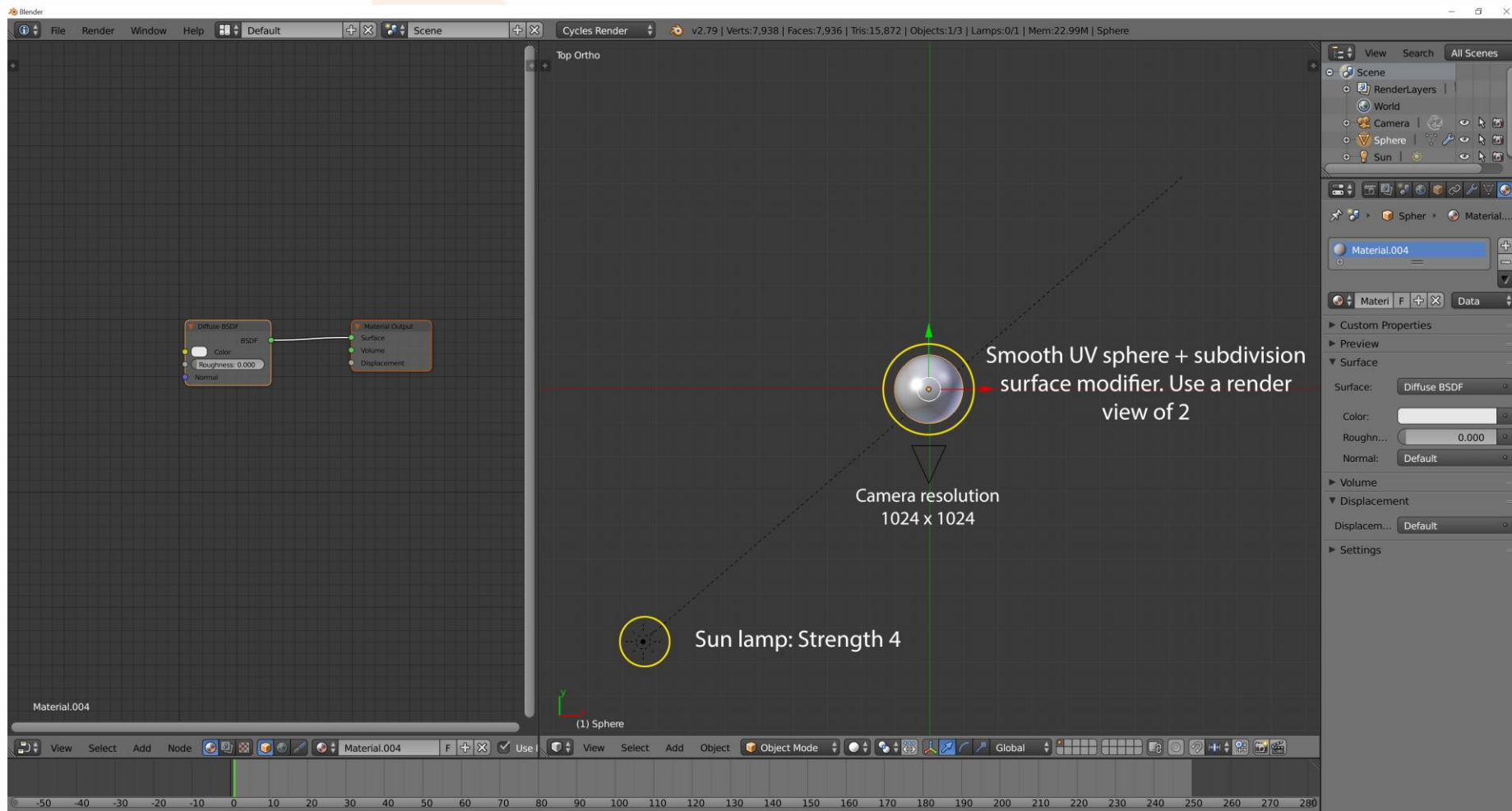
- - everything about nodes in a PDF file.



- - Using nodes to make a material



# Using a sphere for material test



Make a sphere and add a new material. Remove the lamp and add a sun lamp